

CLAIMS

What is claimed is:

1. A game playable on a gaming machine, comprising:
a display of a matrix including a plurality of spaces;
trivia topics assigned to and displayed in association with selected spaces of said matrix;
a randomly selected trivia question associated with each of said trivia topics and displayed upon
selection of one of said selected spaces;
a plurality of possible answers to said randomly selected trivia question presented to a player in
association with display of said randomly selected trivia question; and
an award associated with a player providing a correct answer to at least one of said trivia
questions.
2. The game of claim 1, comprising a bonus event to a base game.
3. The game of claim 2, wherein said base game is initiated as the player adds game
credits to the gaming machine and wagers at least one of said game credits.
4. The game of claim 3, wherein said bonus event is initiated upon the occurrence of
at least one prespecified event during play of said base game.
5. The game of claim 4, wherein, upon the occurrence of said at least one
prespecified event, the player is provided an option to continue play of said base game.
6. The game of claim 4, wherein, upon the occurrence of said at least one
prespecified event, play proceeds automatically to said bonus event.
7. The game of claim 3, wherein a pass is awarded to the player upon the occurrence
of at least one prespecified event during play of said base game.
8. The game of claim 7, wherein said pass may be used by the player in lieu of
providing a correct answer to said randomly selected trivia question.

9. The game of claim 1, wherein said award is granted when the player selects a correct answer to said randomly selected trivia question.
10. The game of claim 9, wherein an additional award is granted when the player selects correct answers to all randomly selected trivia questions presented in spaces of said matrix that are in a prespecified arrangement.
11. The game of claim 1, wherein said award is granted when the player selects correct answers to a plurality of randomly selected trivia questions presented in spaces of said matrix that are in a prespecified arrangement.
12. The game of claim 1, wherein play proceeds to a next-higher level when the player selects correct answers to a plurality of randomly selected trivia questions presented in spaces of said matrix that are in a prespecified arrangement.
13. The game of claim 1, wherein, upon selection of the correct answer to said at least one randomly selected trivia question, a correct answer indicium is positioned in said space of said matrix with which said at least one randomly selected trivia question is associated.
14. The game of claim 1, wherein, upon selection of an incorrect answer to said at least one randomly selected trivia question, an incorrect answer indicium is positioned in said space of said matrix with which said at least one randomly selected trivia question is associated.
15. The game of claim 1, wherein the player is permitted to selected each of said trivia topics.
16. The game of claim 1, wherein each of said trivia topics is randomly selected.
17. The game of claim 1, wherein the player is required to answer each presented trivia question to successfully complete a game level associated with said matrix.

18. The game of claim 1, wherein the player is required to answer only trivia questions that are presented in association with spaces in a prespecified arrangement on said matrix to successfully complete a game level associated with said matrix.

19. The game of claim 1, wherein the player may compete with another player in attempts to correctly answer randomly selected trivia questions that are associated with spaces of said matrix located in at least one prespecified arrangement.

20. A gaming method, comprising:
effecting play of a base game; and
upon the occurrence of at least one predetermined event during play of said base game, initiating a bonus event, said initiating said bonus event comprising:
displaying a matrix including a plurality of spaces;
assigning trivia topics to selected spaces of said matrix;
randomly selecting a trivia question associated with each of said trivia topics;
displaying a plurality of possible answers to said randomly selected trivia question; and
providing a player with an award associated with said randomly selected trivia question if
the player provides a correct answer to said randomly selected trivia question.

21. The gaming method of claim 20, further comprising:
providing the player with a pass to be used in lieu of a correct answer to a trivia question that has been presented to the player.

22. The gaming method of claim 21, wherein said providing is effected randomly.

23. The gaming method of claim 21, wherein said providing is effected during play of said base game.

24. The gaming method of claim 22, wherein said providing is effected when the player pays a prespecified amount of money or redeems a prespecified number of game credits.

25. The gaming method of claim 20, wherein said initiating said bonus event occurs automatically.

26. The gaming method of claim 20, wherein said initiating said bonus event is effected only after the player chooses to enter said bonus event.

27. The gaming method of claim 20, wherein said providing occurs when the player selects said correct answer to said randomly selected trivia question.

28. The gaming method of claim 27, further comprising providing an additional award when the player selects correct answers to all randomly selected trivia questions presented in spaces of said matrix that are in a prespecified arrangement.

29. The gaming method of claim 20, wherein said providing occurs when the player selects correct answers to a plurality of randomly selected trivia questions presented in spaces of said matrix that are in a prespecified arrangement.

30. The gaming method of claim 20, further comprising:
initiating play of a next-higher level of said bonus event when the player selects correct answers to a plurality of randomly selected trivia questions presented in spaces of said matrix that are in a prespecified arrangement.

31. The gaming method of claim 20, comprising positioning a correct answer indicium in a space of said matrix with which said randomly selected trivia question is associated upon selection of the correct answer to said randomly selected trivia question by the player.

32. The gaming method of claim 20, comprising positioning an incorrect answer indicium in a space of said matrix with which said randomly selected trivia question is associated upon selection of an incorrect answer to said randomly selected trivia question by the player.

33. The gaming method of claim 20, further comprising:
permitting the player to select each of said trivia topics.

34. The gaming method of claim 20, further comprising:
randomly selecting each of said trivia topics.

35. The gaming method of claim 20, wherein the player is required to answer each
presented trivia question to successfully complete a game level associated with said matrix.

36. The gaming method of claim 20, wherein the player is required to answer only
trivia questions that are presented in association with spaces in a prespecified arrangement on
said matrix to successfully complete a game level associated with said matrix.

37. The gaming method of claim 20, wherein the player competes with another player
in attempts to correctly answer randomly selected trivia questions that are associated with spaces
of said matrix located in at least one prespecified arrangement.

38. A gaming system comprising:
at least one processor programmed to:
effect play of a base game;
evaluate whether a prespecified event has occurred during said base game;
initiate play of a bonus event if said prespecified event has occurred, said bonus event
comprising at least one level in which:
a matrix including a plurality of spaces is displayed;
trivia topics are assigned to selected spaces of said matrix;
a trivia question associated with each of said trivia topics is randomly selected;
a plurality of possible answers to each said trivia question is displayed; and
a player is awarded with an award associated with each said trivia question if the
player provides a correct answer to at least one said trivia question.
memory associated with said at least one processor;
at least one input element in communication with said at least one processor; and
a display in communication with said at least one processor.

39. The gaming system of claim 38, wherein said bonus event comprises a plurality of levels, passage to a next-higher level being conditioned upon the player providing a correct answer to or presenting a pass in response to a plurality of trivia questions associated with spaces of said matrix that are in a prespecified arrangement.

40. The gaming system of claim 38, further comprising:
a communication element in communication with said at least one processor; and
a central controller at a location remote from a gaming terminal comprising said at least one processor, said at least one input element, said display, and said communication element, said central controller in communication with said at least one processor by way of said communication element.